

Brian Mai

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EDUCATION

California Polytechnic State University

September 2022 - June 2025

Bachelor of Science in Computer Science

San Luis Obispo, CA

- Relevant Coursework: Object Oriented Programming in C++, Data Structures, Intro to Computer Organization, Discrete Structures, Systems Programming, Design & Analysis of Algorithms, Intro to Software Engineering, Intro to Database Systems, Linear Algebra, Calculus 4

EXPERIENCE

E. & J. Gallo Winery

Jun 2023 – August 2023

Software Engineer Intern

Modesto, CA

- Developed a real-time full-stack dashboard application using Next.js and Tailwind CSS displaying metadata from Oracle, AWS EC2 and RDS, and ServiceNow, allowing changes made in AWS directly through the application.
- Secured keys for the AWS SDK, ServiceNow API, and Oracle API by integrating AWS Secrets Manager.
- Provided visibility to the DevOps team, DBAs, and offshore team of over 30+ people
- Integrated authentication with Microsoft Azure Active Directory (Azure AD) to provide security
- Deployed to production by utilizing an S3 bucket in conjunction with Route 53 for DNS management and a Cloudfront load balancer for optimal performance and reliability
- Developed a GitLab CI pipeline to standardize the process of deploying NextJS applications to production

Alan AI

Jun 2021 – Sep 2021

Software Engineer Intern

Remote

- Created a snake game using React, integrating voice-controlled movement with the Alan AI API
- Leveraged Axios to make requests to the API, created custom React hooks, and styled using Material UI
- Tested the API in various scenarios and configurations to ensure its proper functionality and reliability

Kumon

Feb 2020 – Apr 2022

Tutor

San Leandro, CA

- Tutored and created learning plans for elementary school students on their math and reading.
- Graded homework records, assessing academic progress and communicating results to parents through organized Excel spreadsheets.

PROJECTS

AeChat | *React, Firebase, Google OAuth 2.0, Bootstrap CSS*

- Full-stack real-time chat application with commands, custom stickers, and file upload capabilities
- Integrated Google OAuth 2.0 for a robust registration and login system, ensuring user data remains protected and accessible only by authorized individuals.
- Used Google's Firebase Firestore as the primary database of all the chat logs and messages, allowing instant, real-time data of deleting and writing of messages

MyTalk | *C, Sockets, TCP/IP*

- Utilized sockets programming in C to establish network connections, enabling real-time chat functionality.
- Demonstrated proficiency in handling low-level networking protocols, such as TCP/IPv4, to ensure reliable and secure data transmission.
- Implemented a server-client architecture based on IPv4 sockets, allowing the server to wait for incoming network connections on a specified IPv4 address and port.

ACTIVITIES

Cal Poly Linux User's Group (CPLUG)

Sep 2022 – Present

Member

San Luis Obispo, CA

- Engaging in activities focused on open-source software, Linux distributions, and related technologies.

TECHNICAL SKILLS

Languages: Python, C, C++, Java, JavaScript, Typescript, HTML/CSS

Frameworks: React, NextJS 13, Material-UI, Bootstrap CSS, Tailwind CSS

Technologies: GitLab, GitHub, AWS, Firebase, Git, JSON, VsCode, PuTTY